

Hacking tips - BACK TO BASICS, HACK BY NUMBERS!

WWW.GAMESHARK.COM

number 21

# GAMESHARK

 MAGAZINE



V.S.



Hundreds of gameshark codes for every major system!



## Editorial Department

Managing Editor: Benn Roy  
Editor: Jason Dvorak

## Spiffy Alias Department

CoolBoy: BJL Kaufman  
Nick: Nick Schroeder  
Jack/4000: Ian Miller  
Hot or Not?: Wendy Lady  
FNG: Jason Philbrook  
saylor: Kevin Kadlin  
Dr. Atomic: Benn Roy  
Dangerboy: Jason Dvorak  
Metallic Brush: DKV Testing Station  
Doug, Wooly: Doug Parsons  
Lil: Chris Wademan

## Art Department

Art Director: Marc Raley  
Popeye Biceps: M/Itank  
Those Are New: Uhh...  
100 Fluid Ounces: Booyeah Bladder  
Gross Arm Veins: W. O. Darkness

## Circulation Department

Triple Decker Appetizer: M. Beard  
PS2 Lifter: The Don (Henley)  
Still Wasting Our Money: Kermit D. Bog  
Making Women Uncomfortable: Caca  
Delusions of Adequacy: L. Cowboy  
Filling Chicken Buckets: The Other Caca

## Subscription Information

Get a hole in your soul that can only be filled with Gameshark codes? There's only one thing to do baby, have Gameshark Magazine delivered to your doorstep every other month!

Visit Us Online: [www.gameshark.com](http://www.gameshark.com)  
Call Us: 1-410-783-4064

Send a check or money (\$15 = 6 issues) to:

Gameshark Magazine  
CodeName: J Like Parts  
335 Clubhouse Lane  
Hunt Valley, MD, 21071

Gameshark is a trademark of Interact Accessories, Inc.

[www.gameshark.com](http://www.gameshark.com)

# Contents



X-BOX VS GAME CURE: Microsoft Takes on Mario in a System Launch of Epic Proportions.

## PS2 CODES

Salmon Amnesia  
Dark Cloud  
Liberated Princess  
Halo: The Master Chief  
Gears of War  
ICO  
Halo: The Master Chief  
The Last of Us  
The Last of Us  
The Last of Us

## GBA CODES

High Heat (Basketball 2000)  
Jurassic Park 3: The Dinosaur  
Jurassic Park 3: The Dinosaur  
Sonic Advance  
Sonic Advance

## DC CODES

Home in the Heart  
The Young and the Restless  
Lost Blade 2  
The Young and the Restless  
The Young and the Restless

## PSX CODES

Darkport: Secret  
Avalon: Explorer  
Liberated Princess  
Darkport: Secret  
Avalon: Explorer  
Liberated Princess

## N64 CODES

FIFA 98  
MMA in the Jungle  
MMA in the Jungle  
MMA in the Jungle  
MMA in the Jungle

## GBC CODES

2007 The World is Not Enough  
Babe: The Movie  
Bob the Builder: The Movie  
Bob the Builder: The Movie  
Bob the Builder: The Movie

2  
Green Turtles in A-Spec (PS2)  
Twisted Metal Black (PS2)  
18 Wheeler (PS2)  
Confidential: Mission (PS2)  
Home in the Heart (PS2)  
Halo: The Master Chief (PS2)  
Halo: The Master Chief (PS2)  
Halo: The Master Chief (PS2)  
Halo: The Master Chief (PS2)  
Halo: The Master Chief (PS2)  
Halo: The Master Chief (PS2)

5  
Is Rock W/2? (PS2)  
Are you ready for the challenge?  
This month we take you into the deep-  
est depths of how to Rock and how to  
navigate the world of the new video game  
era, and this time you'll see the other  
side of the coin. You'll see the other  
side of the coin.

8  
Signature Codes  
This month we're all about the  
signature codes. Here you'll see some  
new codes that are new to the game  
era, and this time you'll see the other  
side of the coin. You'll see the other  
side of the coin.

9  
Country's Best  
Lately we've all about the  
country's best and the best of the  
country's best. You'll see the other  
side of the coin. You'll see the other  
side of the coin.

## INSIDE FRONT COVER

Let's see what's new in the world of  
video games. You'll see the other  
side of the coin. You'll see the other  
side of the coin.

## INSIDE BACK COVER

Let's see what's new in the world of  
video games. You'll see the other  
side of the coin. You'll see the other  
side of the coin.

Gameshark Frequently  
Asked Questions

Gameshark Magazine  
Subscription Information





## Rayman Advance

By Vince Deary

For folks used to the gaming world, Rayman has been steadily providing fantastic and terrific material since the PlayStation launch back in 1995. The trademark of the series has the outstanding graphics and the feel of "playing a cartoon." Rayman Advance continues that tradition, setting a benchmark for portable graphics.

Control, as obvious as the graphics is the gameplay. Super light controls at times with amazing level design make Rayman Advance a title that will keep you entertained for quite a while. The style of gameplay is a little off compared to previous Rayman titles, as the entire game is a side-scrolling platformer, but it still packs a class. Rayman gameplay, Rayman still learns new techniques as he progresses in the game. He still must explore those dark caves from evil explorers, and he still has to manage to deal of the high-leapable platformer. These that were staples in previous games. The lack of 3D action doesn't hurt the game at all. Rayman knows the limitations of the GBA, and works around them, making the best of the situation. Rayman Advance looks and plays fantastic.

The great gameplay and graphics are definitely there, as you'll find it to be looking as good as ever. The game, the levels in Rayman Advance are long and difficult, without a clearly laid path, making for a time consuming game. The fact that some of the areas in earlier titles can only be accessed after acquiring new items and techniques later in the game adds to the longevity. The new levels are well varied, and very throughout the game, making for a fun game through to end. It's very hard to achieve a 100% rating.

Fun of side scrollers, Rayman, and graphics is general should pick up Rayman Advance. It's definitely the most impressive of the early GBA titles, and will serve as the graphical standard for a long, long while.

Platform:	GB Advance
Genre:	Adventure
Developer:	Digital Illusions
Publisher:	Ubisoft
OVERALL RATING:	8.1
Graphics:	9.5
Sound:	7.0
Control:	9.0
Fresh Factor:	7.0
Gameplay:	8.0



## Tomb Raider: Curse of the Sword

By The Don Knotts

Tomb Raider: Curse of the Sword takes players from New York rooftops to New Orleans swamps as they ran, jump, climb and fight to uncover the mystery behind a secret sword. Throughout the game, players will explore a variety of action-packed locations including abandoned subway, swamp jungles and even an underwater submarine. Additionally, Tomb Raider: Curse of the Sword comes to life with amazing animation effects and a variety of puzzles such as reworking generators to create electricity and firing a cannon to clear a room.

The gameplay was average. It's surprisingly difficult to pull off some of Lara's jumps by just pressing up instead of pressing an actual button, but when the game isn't fast paced, this is tolerable. Also, there is no fire in the game that is actually hard to beat. With most enemies, you just need to shoot down and shoot; the AI isn't smart enough to actually hit you. They just stand there and shoot over your head.

The graphics are very good for Gameboy Color. The sound isn't that great, even if you don't care about sound on the Game Boy (you know it's almost always game sound). But the sound in this game is amazing. It's so relaxing you'll have to turn the volume down.

Overall, this Tomb Raider is a pretty decent game. Lots could have been for better, but when you take in consideration that there are lots of traps and holes around, the game makes sense. Also if you need to make faster, you'll find the option of using a run button. That Tomb Raider game makes a nice transition for the franchise to the Game Boy.

Platform:	Game Boy Color
Genre:	Adventure
Developer:	Core
Publisher:	Activision
OVERALL RATING:	7.8
Graphics:	9.0
Sound:	7.0
Control:	8.5
Fresh Factor:	7.0
Gameplay:	8.0



## Tony Hawk Pro Skater 2

By Gabeley

Graphics is the version of the Hawk series is more than you could imagine possible in a handheld unit. Though the characters are tiny, due only to the screen size, disconcerting, the different are more trying to land a fairly complex. Being able to recognize a jump is in the difference between landing a 360, 900, 180, 540, 720, 1080, 1440, 1800, 2160, 2520, 2880, 3240, 3600, 3960, 4320, 4680, 5040, 5400, 5760, 6120, 6480, 6840, 7200, 7560, 7920, 8280, 8640, 9000, 9360, 9720, 10080, 10440, 10800, 11160, 11520, 11880, 12240, 12600, 12960, 13320, 13680, 14040, 14400, 14760, 15120, 15480, 15840, 16200, 16560, 16920, 17280, 17640, 18000, 18360, 18720, 19080, 19440, 19800, 20160, 20520, 20880, 21240, 21600, 21960, 22320, 22680, 23040, 23400, 23760, 24120, 24480, 24840, 25200, 25560, 25920, 26280, 26640, 27000, 27360, 27720, 28080, 28440, 28800, 29160, 29520, 29880, 30240, 30600, 30960, 31320, 31680, 32040, 32400, 32760, 33120, 33480, 33840, 34200, 34560, 34920, 35280, 35640, 36000, 36360, 36720, 37080, 37440, 37800, 38160, 38520, 38880, 39240, 39600, 39960, 40320, 40680, 41040, 41400, 41760, 42120, 42480, 42840, 43200, 43560, 43920, 44280, 44640, 45000, 45360, 45720, 46080, 46440, 46800, 47160, 47520, 47880, 48240, 48600, 48960, 49320, 49680, 50040, 50400, 50760, 51120, 51480, 51840, 52200, 52560, 52920, 53280, 53640, 54000, 54360, 54720, 55080, 55440, 55800, 56160, 56520, 56880, 57240, 57600, 57960, 58320, 58680, 59040, 59400, 59760, 60120, 60480, 60840, 61200, 61560, 61920, 62280, 62640, 63000, 63360, 63720, 64080, 64440, 64800, 65160, 65520, 65880, 66240, 66600, 66960, 67320, 67680, 68040, 68400, 68760, 69120, 69480, 69840, 70200, 70560, 70920, 71280, 71640, 72000, 72360, 72720, 73080, 73440, 73800, 74160, 74520, 74880, 75240, 75600, 75960, 76320, 76680, 77040, 77400, 77760, 78120, 78480, 78840, 79200, 79560, 79920, 80280, 80640, 81000, 81360, 81720, 82080, 82440, 82800, 83160, 83520, 83880, 84240, 84600, 84960, 85320, 85680, 86040, 86400, 86760, 87120, 87480, 87840, 88200, 88560, 88920, 89280, 89640, 90000, 90360, 90720, 91080, 91440, 91800, 92160, 92520, 92880, 93240, 93600, 93960, 94320, 94680, 95040, 95400, 95760, 96120, 96480, 96840, 97200, 97560, 97920, 98280, 98640, 99000, 99360, 99720, 100080, 100440, 100800, 101160, 101520, 101880, 102240, 102600, 102960, 103320, 103680, 104040, 104400, 104760, 105120, 105480, 105840, 106200, 106560, 106920, 107280, 107640, 108000, 108360, 108720, 109080, 109440, 109800, 110160, 110520, 110880, 111240, 111600, 111960, 112320, 112680, 113040, 113400, 113760, 114120, 114480, 114840, 115200, 115560, 115920, 116280, 116640, 117000, 117360, 117720, 118080, 118440, 118800, 119160, 119520, 119880, 120240, 120600, 120960, 121320, 121680, 122040, 122400, 122760, 123120, 123480, 123840, 124200, 124560, 124920, 125280, 125640, 126000, 126360, 126720, 127080, 127440, 127800, 128160, 128520, 128880, 129240, 129600, 129960, 130320, 130680, 131040, 131400, 131760, 132120, 132480, 132840, 133200, 133560, 133920, 134280, 134640, 135000, 135360, 135720, 136080, 136440, 136800, 137160, 137520, 137880, 138240, 138600, 138960, 139320, 139680, 140040, 140400, 140760, 141120, 141480, 141840, 142200, 142560, 142920, 143280, 143640, 144000, 144360, 144720, 145080, 145440, 145800, 146160, 146520, 146880, 147240, 147600, 147960, 148320, 148680, 149040, 149400, 149760, 150120, 150480, 150840, 151200, 151560, 151920, 152280, 152640, 153000, 153360, 153720, 154080, 154440, 154800, 155160, 155520, 155880, 156240, 156600, 156960, 157320, 157680, 158040, 158400, 158760, 159120, 159480, 159840, 160200, 160560, 160920, 161280, 161640, 162000, 162360, 162720, 163080, 163440, 163800, 164160, 164520, 164880, 165240, 165600, 165960, 166320, 166680, 167040, 167400, 167760, 168120, 168480, 168840, 169200, 169560, 169920, 170280, 170640, 171000, 171360, 171720, 172080, 172440, 172800, 173160, 173520, 173880, 174240, 174600, 174960, 175320, 175680, 176040, 176400, 176760, 177120, 177480, 177840, 178200, 178560, 178920, 179280, 179640, 180000, 180360, 180720, 181080, 181440, 181800, 182160, 182520, 182880, 183240, 183600, 183960, 184320, 184680, 185040, 185400, 185760, 186120, 186480, 186840, 187200, 187560, 187920, 188280, 188640, 189000, 189360, 189720, 190080, 190440, 190800, 191160, 191520, 191880, 192240, 192600, 192960, 193320, 193680, 194040, 194400, 194760, 195120, 195480, 195840, 196200, 196560, 196920, 197280, 197640, 198000, 198360, 198720, 199080, 199440, 199800, 200160, 200520, 200880, 201240, 201600, 201960, 202320, 202680, 203040, 203400, 203760, 204120, 204480, 204840, 205200, 205560, 205920, 206280, 206640, 207000, 207360, 207720, 208080, 208440, 208800, 209160, 209520, 209880, 210240, 210600, 210960, 211320, 211680, 212040, 212400, 212760, 213120, 213480, 213840, 214200, 214560, 214920, 215280, 215640, 216000, 216360, 216720, 217080, 217440, 217800, 218160, 218520, 218880, 219240, 219600, 219960, 220320, 220680, 221040, 221400, 221760, 222120, 222480, 222840, 223200, 223560, 223920, 224280, 224640, 225000, 225360, 225720, 226080, 226440, 226800, 227160, 227520, 227880, 228240, 228600, 228960, 229320, 229680, 230040, 230400, 230760, 231120, 231480, 231840, 232200, 232560, 232920, 233280, 233640, 234000, 234360, 234720, 235080, 235440, 235800, 236160, 236520, 236880, 237240, 237600, 237960, 238320, 238680, 239040, 239400, 239760, 240120, 240480, 240840, 241200, 241560, 241920, 242280, 242640, 243000, 243360, 243720, 244080, 244440, 244800, 245160, 245520, 245880, 246240, 246600, 246960, 247320, 247680, 248040, 248400, 248760, 249120, 249480, 249840, 250200, 250560, 250920, 251280, 251640, 252000, 252360, 252720, 253080, 253440, 253800, 254160, 254520, 254880, 255240, 255600, 255960, 256320, 256680, 257040, 257400, 257760, 258120, 258480, 258840, 259200, 259560, 259920, 260280, 260640, 261000, 261360, 261720, 262080, 262440, 262800, 263160, 263520, 263880, 264240, 264600, 264960, 265320, 265680, 266040, 266400, 266760, 267120, 267480, 267840, 268200, 268560, 268920, 269280, 269640, 270000, 270360, 270720, 271080, 271440, 271800, 272160, 272520, 272880, 273240, 273600, 273960, 274320, 274680, 275040, 275400, 275760, 276120, 276480, 276840, 277200, 277560, 277920, 278280, 278640, 279000, 279360, 279720, 280080, 280440, 280800, 281160, 281520, 281880, 282240, 282600, 282960, 283320, 283680, 284040, 284400, 284760, 285120, 285480, 285840, 286200, 286560, 286920, 287280, 287640, 288000, 288360, 288720, 289080, 289440, 289800, 290160, 290520, 290880, 291240, 291600, 291960, 292320, 292680, 293040, 293400, 293760, 294120, 294480, 294840, 295200, 295560, 295920, 296280, 296640, 297000, 297360, 297720, 298080, 298440, 298800, 299160, 299520, 299880, 300240, 300600, 300960, 301320, 301680, 302040, 302400, 302760, 303120, 303480, 303840, 304200, 304560, 304920, 305280, 305640, 306000, 306360, 306720, 307080, 307440, 307800, 308160, 308520, 308880, 309240, 309600, 309960, 310320, 310680, 311040, 311400, 311760, 312120, 312480, 312840, 313200, 313560, 313920, 314280, 314640, 315000, 315360, 315720, 316080, 316440, 316800, 317160, 317520, 317880, 318240, 318600, 318960, 319320, 319680, 320040, 320400, 320760, 321120, 321480, 321840, 322200, 322560, 322920, 323280, 323640, 324000, 324360, 324720, 325080, 325440, 325800, 326160, 326520, 326880, 327240, 327600, 327960, 328320, 328680, 329040, 329400, 329760, 330120, 330480, 330840, 331200, 331560, 331920, 332280, 332640, 333000, 333360, 333720, 334080, 334440, 334800, 335160, 335520, 335880, 336240, 336600, 336960, 337320, 337680, 338040, 338400, 338760, 339120, 339480, 339840, 340200, 340560, 340920, 341280, 341640, 342000, 342360, 342720, 343080, 343440, 343800, 344160, 344520, 344880, 345240, 345600, 345960, 346320, 346680, 347040, 347400, 347760, 348120, 348480, 348840, 349200, 349560, 349920, 350280, 350640, 351000, 351360, 351720, 352080, 352440, 352800, 353160, 353520, 353880, 354240, 354600, 354960, 355320, 355680, 356040, 356400, 356760, 357120, 357480, 357840, 358200, 358560, 358920, 359280, 359640, 360000, 360360, 360720, 361080, 361440, 361800, 362160, 362520, 362880, 363240, 363600, 363960, 364320, 364680, 365040, 365400, 365760, 366120, 366480, 366840, 367200, 367560, 367920, 368280, 368640, 369000, 369360, 369720, 370080, 370440, 370800, 371160, 371520, 371880, 372240, 372600, 372960, 373320, 373680, 374040, 374400, 374760, 375120, 375480, 375840, 376200, 376560, 376920, 377280, 377640, 378000, 378360, 378720, 379080, 379440, 379800, 380160, 380520, 380880, 381240, 381600, 381960, 382320, 382680, 383040, 383400, 383760, 384120, 384480, 384840, 385200, 385560, 385920, 386280, 386640, 387000, 387360, 387720, 388080, 388440, 388800, 389160, 389520, 389880, 390240, 390600, 390960, 391320, 391680, 392040, 392400, 392760, 393120, 393480, 393840, 394200, 394560, 394920, 395280, 395640, 396000, 396360, 396720, 397080, 397440, 397800, 398160, 398520, 398880, 399240, 399600, 400000.

The layout of the levels does incorporate the art of independent world of titles, so that you can track your character around certain elements, and the does cause a bit of confusion until you are familiar with the levels. One thing that I don't notice in the game was anything that was inconsistent. Though some objects like platters and fences may be a bit out of style, the game was completely lacking any random bits of whatever, that are supposedly representative of a beach or platter or hand.

Though there's the obvious lack of a soundtrack like the countless random, the notes of spins, slides and other sound as they should. The background music isn't the familiar Darius sound that you're used to expect from hand-held titles, but something more like a slowed background music in most console games today.

The control was my major problem with this title. And perhaps it was more in the unit itself than the game. Tony Hawk is a game that you know your controller to, whether you're trying to stretch out the wheel, or select the touch the stick, you know what the action. And with the Game Boy Advance this is something that you cannot do, due to the lighting and the screen. The button configuration takes a bit more thought than a console version as well, but you're working with consistency less. So give it some time before you give up on an exciting the title. Let it all grind like a dog on the corner.

But I'm much better now after the first time I played through.

After the first time I played through, I thought not so much as a hand-held, but also with some quality that is harder to deal with on the small screen. With patience this could provide endless enjoyment as you play the levels over and over. But, on the flip side, those that are easily frustrated or those expecting console-level gaming on a Game Boy Advance may want to borrow the game.

Platform:	GB Advance
Genre:	Action
Developer:	Neovercraft
Publisher:	Activision
OVERALL RATING:	8.8
Graphics:	9.0
Sound:	9.0
Control:	8.0
Fresh Factor:	10.0
Gameplay:	10.0



## Zelda: Oracle of Seasons/Ages

By Dargenley

Nintendo's original RPG gave us an addictive fresh twist: trapped in the Palace of Time, a wizard's curse, is the end of our world. But it has become the wizard's last act by a long shot.

First, don't let the title's last act fool you. There really is a difference between the two. Oracle of the Ages and Oracle of Seasons is more than just a different version of the same game. It's a different world, the story is a bit more complex, but in terms of graphics, sound, and control, they're pretty much identical. This time around Link must save Nayru, a girl that can help him learn, a witch determined to use the Oracle to change history to his liking. With Nayru in hand and an empty list of items, we begin the journey.

Fan of the Zelda series will instantly recognize the graphics from the Super Nintendo days. Characters and enemies have been slightly revamped, with some minor new enemies and bosses as well. Like the original, you'll have to change seasons to work through in order to receive the Elements of Time. You'll also have access to story-specific items, animal helper friends very common, and there are also riddles to find which will allow you special tricks. Like turning into an Octoctor, or change as you hop between cities.

There are over 30 hours worth of game play between the two games, which includes taking the time and making all the secrets and items from what you find. Thanks to Capcom and Nintendo, the Game Boy Color will go out in style.

Platform:	Game Boy Color
Genre:	Adventure
Developer:	Capcom
Publisher:	Nintendo

OVERALL RATING:	7.9
Graphics:	9.0
Sound:	8.0
Control:	7.8
Fresh Factor:	7.0
Gameplay:	8.0



## Back To Basics (Part 2.5) Hack by Numbers! (N64)

by FNG

Minicade 64 GameShark Pro.  
Last week I showed PlayStation G5 owners how to find a code for infinite HP in RPG games, today I'd like to show you a similar example (this work for the N64). I won't be doing in RPG for this example, since we're not looking for HP, instead, I'm going to show you how to create an infinite Ammo Code. This is done almost DuETLS like the PlayStation hacking tip for infinite HP, except we're looking for ammo this time. (I'll be using a copy of Clobber Attack (N64) for this hacking tip, so if you have a copy, feel free to hack right along with me)

1. Boot up your GameShark Pro and choose "Start Game Without Codes". Be sure that the Code Generator is Off.



2. Start up a Mission and choose a Plot/Character.

3. Choose some AGA, ANA, and AGAN missiles then begin the mission.



4. Once in the game, press the GameShark button. The G5 button is located on the front of the N64 GameShark. Pressing the G5 button will bring up the main menu (choose "Code Generator")



5. In the "Code Generator" menu, highlight "Known Value Search" and press the "A" button.



6. In the "Known Value Search" menu, highlight "Equal To 0-255" and press the "A" button. Change the "Equal To" value to 10 and press the "A" again. (We're looking for the number of AGN Missiles.)



7. Return to the game and fire off 2 AGN Missiles.

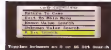
8. Press the G5 button to return to the "Code Generator", highlight "Equal To" and press the "A" button. Change the value to 5 and press the "A" button.

9. Return to the game and fire off 2 more AGN Missiles.

10. Press the G5 button to return to the "Code Generator", highlight "Equal To" and press the "A" button. Change the value to 4 and press the "A" button.

"N64?"

If you ever perform this type of search on a game, and there are 2 possibilities, you may need to search in 16 bit mode. To change the mode from 8 to 16 bit, in the Code Generator Menu, highlight "8 bit Search" and press the "A" button, it will change to "16 bit Search".



11. When the fewest number of possibilities are left, choose "View Search Results" from the "Code Generator" menu.



12. In a few seconds, a list of possibilities will appear on the left side of the screen under "Possibilities", and NO codes will appear under "Active Codes".

13. Highlight one of the possibilities from the list on the left and press the "A" button to add it to the "Active Codes" list on the right.



14. Return to the game and fire off a few AGN missiles. If the number of AGN missiles remains the same, then you've found the correct code! If not, press the "C" left button to remove the non-working code and repeat steps 13 & 14 until you find the code that keeps your fuel at 1 value. (It should not increase or decrease.)

15. Repeat the process to find the addresses of the ANA and AGAN missiles.

(Remember, the ANA and AGAN missiles start off with a count of 255 before you fire any off, perform a "Known Value Search" for 255, not 10.)  
80129438 199F will be the correct address for AGN missiles.

Once you've found the right address, you may change the value of that address by highlighting the active code and by pressing the "C" right button. The value can be increased or decreased by pressing up or down on the D-Pad. Once you've adjusted the value to a specific amount, press the "A" button to accept the change. Another handy feature is the ability to jump between hexadecimal and decimal by pressing the "B" button. (Don't know when you're in "HEX" mode if any number over 9 changes to a letter between A and F.)  
Break it down FNG!  
80129438 191F

80129438 The address in the N64's memory where the amount of AGN missiles is stored.  
191F The value of the number of AGN missiles left.

16. The 191F, or value, can be anything between 0 and 255 in decimal, or 0 and FF in hexadecimal.

- 16 bit: The 199F, or value, can be anything between 0 and 65535 in decimal, or 0 and FFFF in hexadecimal.

"BE CAREFUL: NOT TO INCREASE THIS VALUE TOO MUCH!"

If the value of any address is set too high, the option may crash or the code may cause some undesirable effects to the game.

Now that we've found the correct address and value, how do we use the code we found? This is a simple task, the value of the address must be in hexadecimal format to be usable by the GameShark. Press the "C" button, and the value will be changed into hexadecimal format. 80129438 025F will become 80129438 80FF

Break it down again FNG!

80129438 255  
80129438 FF

80129438 Where is the N64's memory the amount of AGN missiles is changed.

255 The value of AGN missiles left (255 Missiles in decimal format)

8F The value of AGN missiles left (255 Missiles in hexadecimal format)

The code you'll be entering into your GameShark for "Infinite AGN Missiles" will be 80129438 80FF

Well, I hope someone out there found this somewhat helpful. The "Equal To" searches are great for finding 5000s, number of lives, ammo, and more. If you know the value of something, you can probably hack a code to modify it by using this method.





## XBOX™



Microsoft Game Studio



Electronic Arts Fight Night



ATI Game Reality



Sony



Sony



Sony



Sony



Microsoft

<b>CPU</b>	733 MHz Intel Celeron Processor
	256 MB cache (shared) & only developed by Microsoft and NVIDIA
<b>Total Memory</b>	64 MB
<b>Memory Bandwidth</b>	2.4 GB/sec
<b>Polygon Performance</b>	125 Million
<b>Standard Polygon Performance (all features)</b>	100 Million (uncompressed)
<b>Minipolygons/vertices per second</b>	135 Million
<b>Particle Performance</b>	125 Million
<b>Texture Memory</b>	4 MB
<b>Pixel Fill Rate - 16 Textures</b>	4.9 GB/sec (uncompressed)
<b>Pixel Fill Rate - 8 Textures</b>	4.9 GB/sec (uncompressed)
<b>Compressed Textures</b>	Yes (1:1)
<b>Full Screen Anti-Alias</b>	Yes
<b>Wide Polygon Support</b>	Yes
<b>Storage Medium</b>	3-in DVD, 10-GB hard disk, 8 MB memory card
<b>DVD</b>	3-in DVD-ROM hard disk (80) memory card
<b>Audio Channels</b>	256
<b>3D Audio Support</b>	Yes
<b>MP3/USB Support</b>	Yes
<b>AGP Encoder game table</b>	Yes
<b>DirectX Encoder</b>	Yes
<b>Mouse Enabled</b>	Yes
<b>Game Control package required</b>	Yes
<b>Game port enabled</b>	Yes
<b>Maximum resolution</b>	1600 x 1080
<b>Minimum resolution (3 x 240p from launch)</b>	1024 x 768
<b>NTV Support</b>	Yes
<b>Catheter Port</b>	Yes

When Microsoft introduced the X-Box, there was a massive buzz over the gaming world. One on sale, I was a lucky dev that didn't score possible. On the other hand, I was a strange, I wonderful club, I a fourth party to enter the arena. With Sega backing out, Microsoft now becomes the third point in the gaming triangle.

But what about the system? Quite honestly the opposite of the Game Cube, the X-Box is a HUGE system. Being almost the size of 2 PS2's and to each other. The black and green theme has a huge, it is not too big, with small industries in the box. These side holes the system down the side, allowing for the ventilation holes. Like the Game Cube, there are 4 controller ports, only have the Memory Card slots are on the controller. Oddly enough, there is no reset switch. Only the huge, you'll button (which is 16, go figure) and the very small power button. The system houses the key idea from the PS2, including the ability of power position.

Now, the controllers are what the system tells apart. Although I love the old right features, the size and character of the overall product seems much to be missed. Buttons are too few and far between, and the D-pad is forgettable. The upper portion of the controller shows a lot more color, with a smaller scale, red border placed buttons. However, on the passive side, the system does have a long cord, which will appear the couch players who play Madden on their big screen.

The only hurdle the X-Box has to jump is the wall with one. Microsoft's Gamecube doesn't look as impressive as it seemed in the original promises, and the loading times are about the same as the PS2 (and being in luck when you play Madden 2002) and so far there is nothing that looks better than the best PS2 price.

But Microsoft beat out Nintendo and Sony this year? Can the new system on the block have the star and possibly even shades of the gaming industry? We'll wait to find out.

Welcome to the latest installment of Signature Codes! This month we figured we'd be a bit goofy with the special codes, and show you the true power of the GameShark. Ever wanted to just shut down your enemies and have a field day on their helpless selves? What about showing off your Jedi Mind tricks and making various thorn branches float around you? I bet you'd love to make Laura fly around like she was Super Girl. This issues codes will let you do just that. Enjoy!

## PlayStation 2: Extermination

(W) MUST BE ON  
EC8D317D 1445DC6C

We So Thorny Mode  
0C18BFCC 14468DA7  
4C18BFCC 14568D0C

Have you ever wanted to have some sort of special ability that no one else had? Ever wanted to have objects float around you as if you were the center of the universe? Well, now you can.

Using the above code set, you'll be able to have a whole circle of thorns float around you, synchronized to your every move.

## PlayStation 2: Twisted Metal Black

(W) Must Be On  
EC84685C 1456E60A

Idiot AI  
1C87CB4015F6E79D  
1C87CB441456E7A5

This code will stop the enemy from firing at you; sometimes they won't even see you. This code even works against Nimon and the Tankers on WarHawks level. It does NOT, however, effect WarHawk.

## PlayStation: Tomb Raider Last Revelation

Flying Lara: Training Mode  
D0Dab1467fff  
BD1bb8b4fffb0

Is it a plane? A bird? A frog? Not plane, not, bird, nor even frog, it's little ol' Lara Croft. Oh wait...that didn't rhyme. Well, it doesn't matter, because now you too can fly like Underdog, just with more assets. Use the above code to fly over those annoying practice jumps.

## Game Boy: Pokemon Gold & Silver

All Decorations In Your Room  
91ff0bd8  
91ff0cd8  
91ff0dd8  
91ff0ed8  
91ff0fd8  
91ff10d8  
91ff11d8

Okay, I admit it. I love anything based on video games. Toys, posters, the systems themselves, and more. Well, now everyone with a Pokemon Gold or Silver cart can run amok in all the goodies they can shake a Pokeball at. Just use the above codes, head into your room, turn on your PC, and choose Decorations. Bingo! Instant toy kingdom!



Dreamcast:  
ESPN NBA 2 Night  
Keep-Away Mode-Away  
Advantage  
90380BA700000001

Keep-Away Mode-Home  
Advantage  
90380BA700000000

Here's one to have fun with. Using one of the above codes will render the team using it "Super Greedy". You'll be given the ball after every point and call. Should the opposing team steal it, they'll just stand there until you take it away from them. Go ahead, be a ball hog. We won't tell anyone.

## Dreamcast: Crazy Taxi 2

Must Be First  
9C5088f8

Press X for Custom Turbo  
902E1F8AD704D9E  
64DD0E3400DD45AD

Must Be Last  
245EECA9

Now you're playing with speed. Ever see a Taxi cab scream across the sky?









## gameshark, upgrade options

- [illegible]

- C. If you own version 1.2, send in your GameStop bag with a check or money order \$8.00 and we will upgrade it to the

3. Standard Commercial, below says on T 2: "You can send us your standard Commercial below version 2.0 along with a check or money order for \$11.95 and we will supply you with the Commercial CDK version 2.0." The Commercial CDK allows you to link to a PC to track your own sales.

## 2. Standard Gemstones 2 1/2 to 3 1/2 carats (3)

- [illegible]

## Gardens of Eden®

You can send in your payment options at the first  
third Gambleby Gambleby & along  
with a check or money order for \$10.00. And  
we will replace it with the  
Gambleby the one day.

As these upgrades are rolled out, they will be posted on [www.rockwell.com](http://www.rockwell.com).

GAMESHARK FAQ

I have purchased the PS2 GameShark and would like to add new code for regular PlayStation2 games. Is this possible? No, the bonus disk that is included is not updatable, if you would like to add new PlayStation codes on your PS2 you will need to have the GameShark version 3.5 or later or the GameShark Lite.

I just got the latest version of the GameShark 2 and when I try to transfer code saves with the SharkPort I am getting error messages on my PC.

Due to changes in the latest version of the GameShark 2 you will need to download and install the 2.0 version of the StarForce PC software from [www.interactivemedia.com/download.asp](http://www.interactivemedia.com/download.asp). This new version will allow you to transfer code saves properly with the latest versions of the GameShark 2.

I just got the MegaMemory 8/16 memory card for the PlayStation 2® and I can not get any game to recognize the card.

You need to boot your PlayStation 2 with the included Memory Manger CD. Once the CD loads simply press the start button on your controller. This will give you the option to start your game and allow the game to recognize the memory card.

☐ OH YEAH!

Sign me up for 6 issues of **GameShark Magazine** (1-year subscription) for just \$16.

Name: \_\_\_\_\_

## References

City

State

ZinEstate

Country

Email Address

☐ Amex ☐ MC ☐ Visa ☐ Check/Money Order

Credit Card #

Exp. Date \_\_\_\_\_

Card Holder's Name:

Card Holder's Signature \_\_\_\_\_

Residents of the following states must add the applicable sales tax:  
MD, 8%; FL, 6%; TX, 7.25%; CA, 8.25%.

Cerebelle, Central/South American and Puerto Rican Subcultures  
 (also add \$3.00)

Offer good only in the U.S. Canelle and Puerto Rican

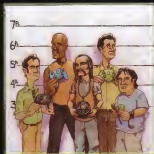
Return this form to:  
GameShark Magazine  
335 Clubhouse Lane  
Hunt Valley, MD 21038-1467

To order by phone, call an InterAct customer service representative at 410-785-4064 weekdays 9:00 am - 8:00 pm EST.

## SUBSCRIBE!



Check out our lineup...



Check out our lineup...

For Game Boy

For Game Boy Advance



Powerful™



Flash Memory™  
Cards



Cables



Black™/Thunder™  
Racing Wheel  
controls



Superfist™



Flash Memory™  
Cards



Cables



Black™/Thunder™  
Racing Wheel  
controls

©2007 InterAd Accessories, Inc. All rights reserved. All trademarks are properties of their respective owners.

GameShark.com  
335 Club House Lane  
Hunt Valley, MD 21030-1407  
www.gameshark.com

FIRST STD.  
U.S. POSTAGE  
PAID  
BALTIMORE, MD  
PERMIT NO. 3027

Please Forward-Address Correction Requested



